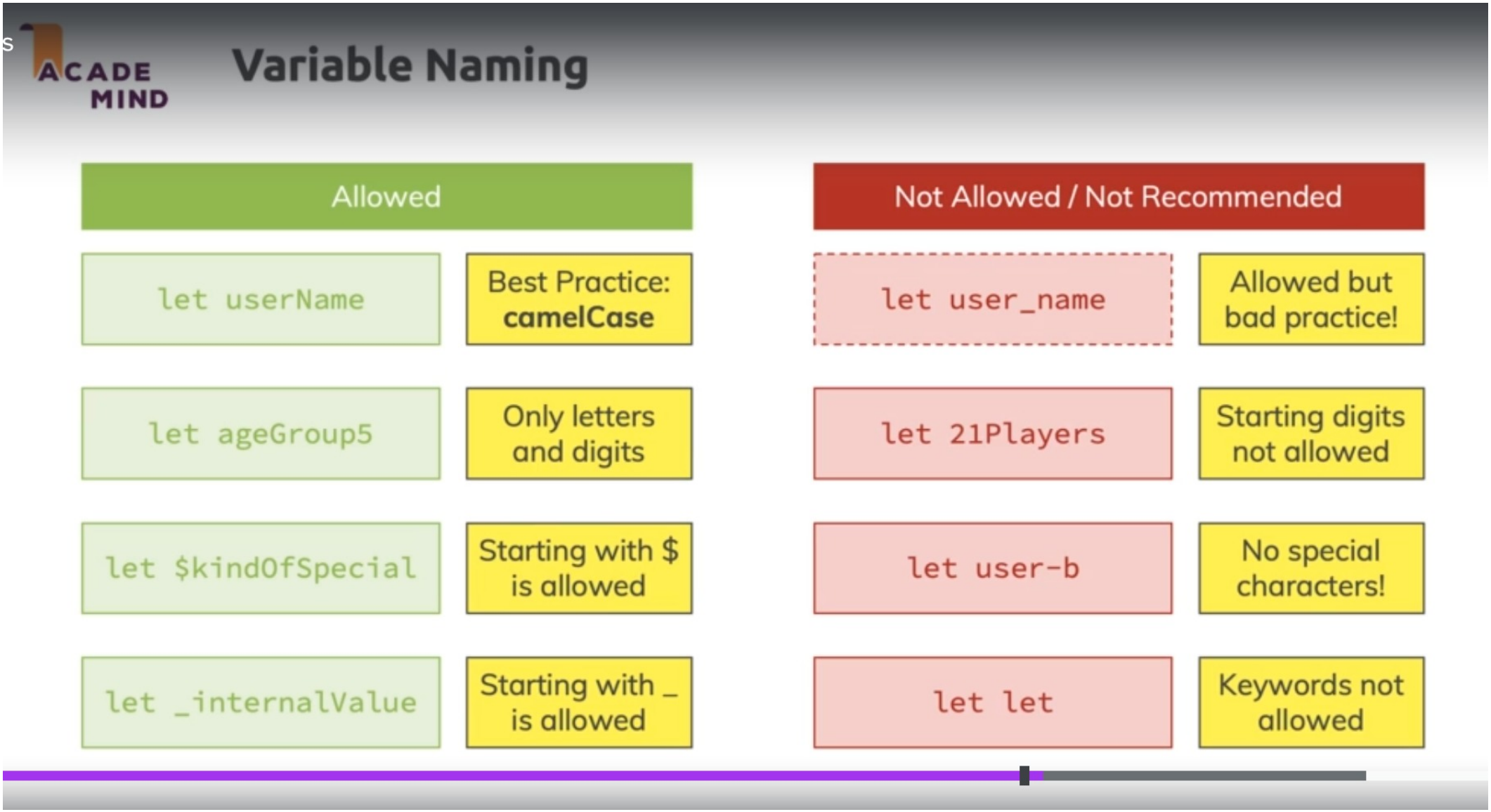

ACADEMIND
Variable Naming
Allowed
Not Allowed / Not Recommended
let userName
Best Practice: camelCase
let user_name
Allowed but bad practice!
let ageGroup5
Only letters and digits
let 21Players
Starting digits not allowed
let $kindOfSpecial
Starting with $ is allowed
let user-b
No special characters!
let _internalValue
Starting with _ is allowed
let let
Keywords not allowed

Variables & Constants

```
let userName = 'Max';
```

A “data container” / “data storage”

```
userName = 'Manu';
```

...where the value can change!

```
const totalUsers = 15;
```

A “data container” / “data storage”

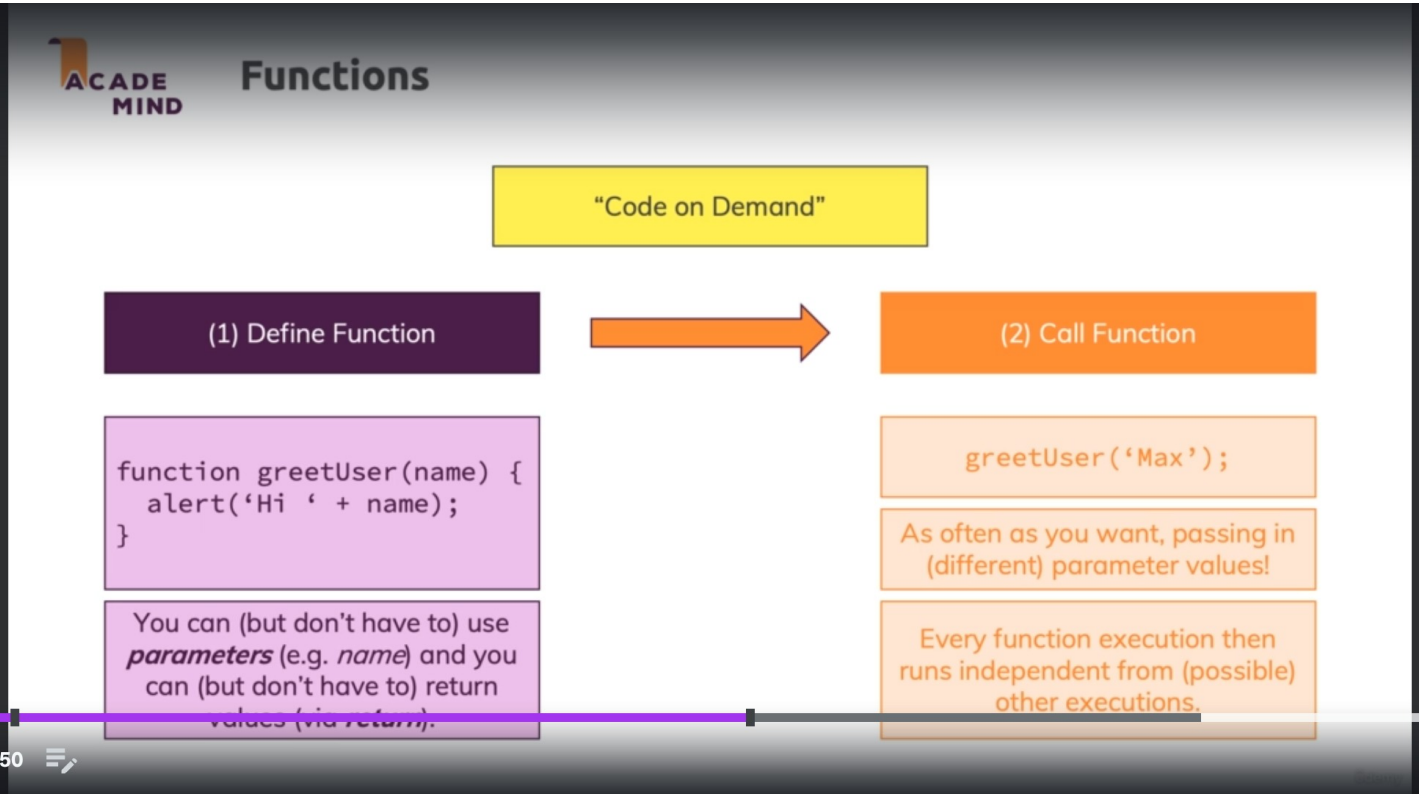
```
totalUsers = 20;
```

...where the value must not change!

Use **constants as often as possible** (i.e. whenever you actually got data that never changes) to be clear about your intentions (in your code).

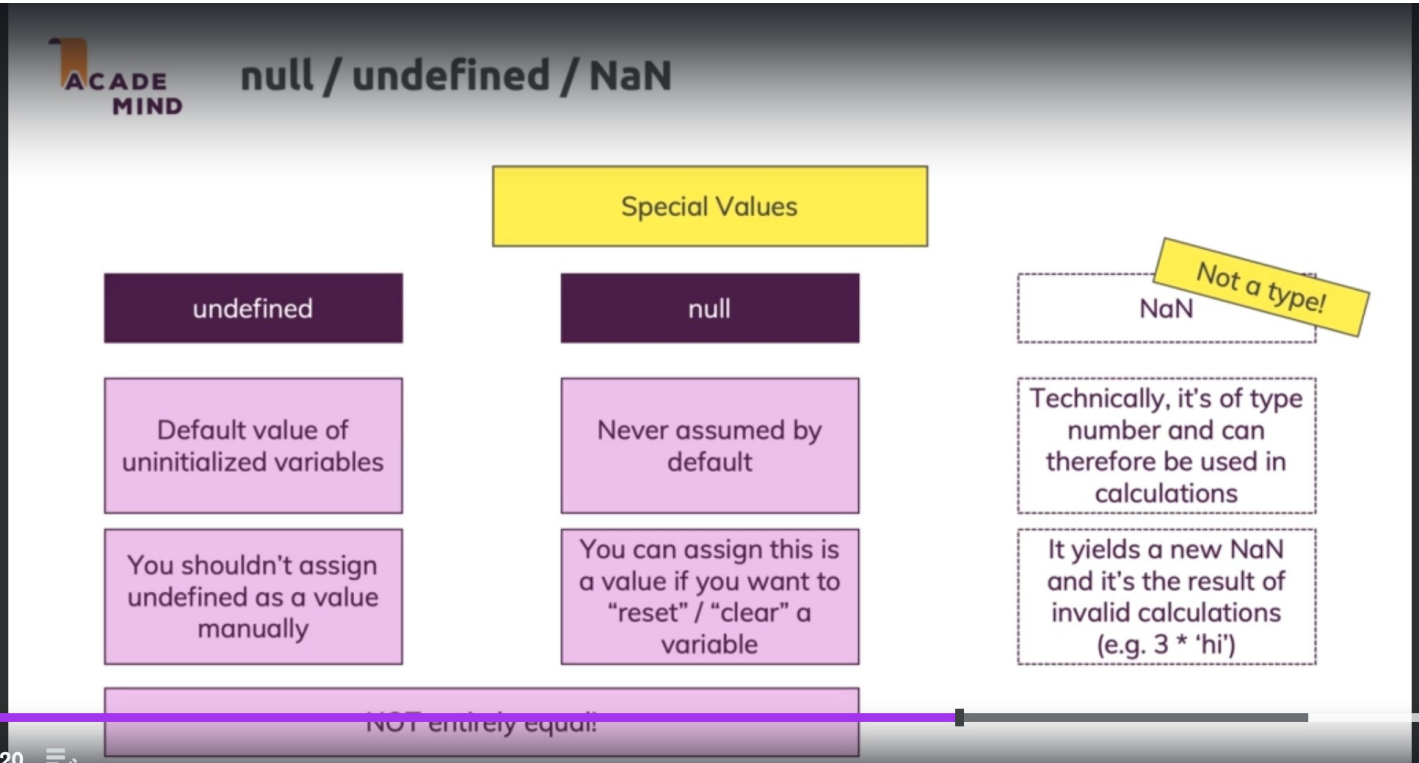
Numbers	2, -3, 22.956	Important for calculations and code where you need to “work with a number”
Strings (Text)	'Hi', "Hi", `Hi`	Important for outputting results, gathering input
Booleans	true / false	Important for conditional code and situations where you only have 2 options
Objects	{ name: 'Max', age: 31 }	Important for grouped/ related data, helps you with organizing data
Arrays	[1, 3, 5]	Important for list data, unknown amounts of data

26. Introducing Functions



2x 3:02 / 5:50

48. undefined, null & NaN



2x 3:56 / 6:20

Timeline Summary